



RAVE™



User Guide

User Guide for the Kyocera Rave™ Phone

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4,901,307	5,056,109	5,099,204	5,101,501	5,103,459	5,107,225
5,109,390	5,193,094	5,228,054	5,257,283	5,265,119	5,267,261
5,267,262	5,280,472	5,283,536	5,289,527	5,307,405	5,309,474
5,337,338	5,339,046	5,341,456	5,383,219	5,392,287	5,396,516
D356,560	5,408,697	5,414,728	5,414,796	5,416,797	5,426,392
5,437,055	D361,065	5,442,322	5,442,627	5,452,473	5,461,639
5,469,115	5,469,471	5,471,497	5,475,870	5,479,475	5,483,696
5,485,486	5,487,175	5,490,165	5,497,395	5,499,280	5,504,773
5,506,865	5,509,015	5,509,035	5,511,067	5,511,073	5,513,176
5,515,177	5,517,323	5,519,761	5,528,593	5,530,928	5,533,011
5,535,239	5,539,531	5,544,196	5,544,223	5,546,459	5,548,812
5,559,881	5,559,865	5,561,618	5,564,083	5,566,000	5,566,206

5,566,357	5,568,483	5,574,773	5,574,987	D375,740	5,576,662
5,577,022	5,577,265	D375,937	5,588,043	D376,804	5,589,756
5,590,069	5,590,406	5,590,408	5,592,548	5,594,718	5,596,570
5,600,754	5,602,834	5,602,833	5,603,096	5,604,459	5,604,730
5,608,722	5,614,806	5,617,060	5,621,752	5,621,784	5,621,853
5,625,876	5,627,857	5,629,955	5,629,975	5,638,412	5,640,414
5,642,398	5,644,591	5,644,596	5,646,991	5,652,814	5,654,979
5,655,220	5,657,420	5,659,569	5,663,807	5,666,122	5,673,259
5,675,581	5,675,644	5,680,395	5,687,229	D386,186	5,689,557
5,691,974	5,692,006	5,696,468	5,697,055	5,703,902	5,704,001
5,708,448	5,710,521	5,710,758	5,710,768	5,710,784	5,715,236
5,715,526	5,722,044	5,722,053	5,722,061	5,722,063	5,724,385
5,727,123	5,729,540	5,732,134	5,732,341	5,734,716	5,737,687
5,737,708	5,742,734	D393,856	5,748,104	5,751,725	5,751,761
5,751,901	5,754,533	5,754,542	5,754,733	5,757,767	5,757,858
5,758,266	5,761,204	5,764,687	5,774,496	5,777,990	5,778,024
5,778,338	5,781,543	5,781,856	5,781,867	5,784,406	5,784,532
5,790,589	5,790,632	5,793,338	D397,110	5,799,005	5,799,254
5,802,105	5,805,648	5,805,843	5,812,036	5,812,094	5,812,097
5,812,538	5,812,607	5,812,651	5,812,938	5,818,871	5,822,318

5,825,253	5,828,348	5,828,661	5,835,065	5,835,847	5,839,052
5,841,806	5,842,124	5,844,784	5,844,885	5,844,899	5,844,985
5,848,063	5,848,099	5,850,612	5,852,421	5,854,565	5,854,786
5,857,147	5,859,612	5,859,838	5,859,840	5,861,844	5,862,471
5,862,474	5,864,760	5,864,763	5,867,527	5,867,763	5,870,427
5,870,431	5,870,674	5,872,481	5,872,774	5,872,775	5,872,823
5,877,942	5,878,036	5,870,631	5,881,053	5,881,368	5,884,157
5,884,193	5,884,196	5,892,178	5,892,758	5,892,774	5,892,816
5,892,916	5,893,035	D407,701	5,898,920	5,903,554	5,903,862
D409,561	5,907,167	5,909,434	5,910,752	5,911,128	5,912,882
D410,893	5,914,950	5,915,235	5,917,708	5,917,811	5,917,812
5,917,837	5,920,284	D411,823	5,923,650	5,923,705	5,926,143
5,926,470	5,926,500	5,926,786	5,930,230	5,930,692	

Other patents pending.

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FCC/IC Notice

This device complies with part 15 of the FCC rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

To maintain compliance with FCC RF exposure guidelines, if you wear a handset on your body, use the Kyocera Wireless Corp. (KWC) supplied and approved case CA90-B1799-01 and universal belt clip 55-B1795-01.

Other accessories used with this device for body-worn operations must not contain any metallic components and must provide at least 22.5 mm separation distance including the antenna and the user's body.

THIS MODEL PHONE MEETS THE GOVERNMENT'S REQUIREMENTS FOR EXPOSURE TO RADIO WAVES.

Your wireless phone is a radio transmitter and receiver. It is designed and manufactured not to exceed the emission limits for exposure to radio frequency (RF) energy set by the Federal Communications Commission of the U.S. Government. These limits are part of comprehensive guidelines and establish permitted levels of RF energy for the general population. The guidelines are based on standards that were developed by independent scientific organizations through periodic and thorough evaluation of scientific studies. The standards include a substantial safety margin designed to assure the safety of all persons, regardless of age and health.

The exposure standard for wireless mobile phones employs a unit of measurement known as the Specific Absorption Rate, or SAR. The SAR limit set by the FCC is 1.6 W/kg.* Tests for SAR are conducted using standard operating positions specified by the FCC with the phone transmitting at its highest certified power level in all tested frequency bands.

Although the SAR is determined at the highest certified power level, the actual SAR level of the phone while operating can be well below the maximum value. This is because the phone is designed to operate at multiple power levels so as to use only the power required to reach the network. In general, the closer you are to a wireless base station antenna, the lower the power output.

Before a phone model is available for sale to the public, it must be tested and certified to the FCC that it does not exceed the limit established by the government-adopted requirement for safe exposure. The tests are performed in positions and locations (e.g., at the ear and worn on the body) as required by the FCC for each model. The highest SAR values for these model phones are:

FCC ID: OVFKWC-KE433 (Phone model: KE433)

PCS mode - Head: 1.30 mW/g; Body-worn: 0.584 mW/g.

Body-worn measurements differ among phone models, depending upon availability of accessories and FCC requirements. The body-worn SAR values provided above were obtained by using Kyocera Wireless Corp.

[KWC] supplied and approved case CA90-B1799-01 and universal belt clip 55-B1795-01.

While there may be differences between the SAR levels of various phones and at various positions, they all meet the government requirement for safe exposure.

The FCC has granted an Equipment Authorization for this model phone with all reported SAR levels evaluated as in compliance with the FCC RF emission guidelines. SAR information on this model phone is on file with the FCC and can be found under the Display Grant section <http://www.fcc.gov/oet/fccid> after searching on the FCC ID OVFKWC-KE433.

Additional information on SAR can be found on the Cellular Telecommunications and Internet Association (CTIA) web-site at <http://www.wow-com.com>.

* In the United States and Canada, the SAR limit for mobile phones used by the public is 1.6 watts/kg (W/kg) averaged over one gram of tissue. The standard incorporates a substantial margin of safety to give additional protection for the public and to account for any variations in measurements.

Caution

The user is cautioned that changes or modifications not expressly approved by the party responsible for compliance could void the warranty and user's authority to operate the equipment.

Optimize your phone's performance

Use the guidelines on page 4 to learn how to optimize the performance and life of your phone and battery.

Air bags

If your vehicle has an air bag, DO NOT place installed or portable phone equipment or other objects over the air bag or in the air bag deployment area. If equipment is not properly installed, you and your passengers risk serious injury.

Medical devices

Pacemakers—Warning to pacemaker wearers: Wireless phones, when in the 'on' position, have been shown to interfere with pacemakers. The phone should be kept at least six (6) inches away from the pacemaker to reduce risk.

The Health Industry Manufacturers Association and the wireless technology research community recommend that you follow these guidelines to minimize the potential for interference.

- Always keep the phone at least six inches (15 centimeters) away from your pacemaker when the phone is turned on.
- Do not carry your phone near your heart.
- Use the ear opposite the pacemaker.
- If you have any reason to suspect that interference is taking place, turn off your phone immediately.

Hearing aids—Some digital wireless phones may interfere with hearing aids. In the event of such interference, you may want to consult Cricket or call the customer service line to discuss alternatives.

Other medical devices—If you use any other personal medical device, consult the manufacturer of the device to determine if it is adequately shielded from external RF energy. Your physician may be able to help you obtain this information.

In health care facilities—Turn your phone off in health care facilities when instructed. Hospitals and health care facilities may be using equipment that is sensitive to external RF energy.

Potentially unsafe areas

Posted facilities—Turn your phone off in any facility when posted notices require you to do so.

Aircraft—FCC regulations prohibit using your phone on a plane that is in the air. Turn your phone off or switch it to Airplane Mode (page 16) before boarding aircraft.

Vehicles—RF signals may affect improperly installed or inadequately shielded electronic systems in motor vehicles. Check with the manufacturer of the device to determine if it is adequately shielded from external RF energy.

Blasting areas—Turn off your phone where blasting is in progress. Observe restrictions, and follow any regulations or rules.

Potentially explosive atmospheres—Turn off your phone when you are in any area with a potentially explosive atmosphere. Obey all signs and

instructions. Sparks in such areas could cause an explosion or fire, resulting in bodily injury or death.

Areas with a potentially explosive atmosphere are often, but not always, clearly marked. They include:

- fueling areas such as gas stations
- below deck on boats
- transfer or storage facilities for fuel or chemicals
- vehicles using liquefied petroleum gas, such as propane or butane
- areas where the air contains chemicals or particles such as grain, dust, or metal powders
- any other area where you would normally be advised to turn off your vehicle engine

Use with care

Use only in normal position (to ear). Avoid dropping, hitting, bending, or sitting on the phone.

Keep phone dry

If the phone gets wet, turn the power off immediately and contact your dealer. Water damage may not be covered under warranty.

Resetting the phone

If the screen seems frozen and the keypad does not respond to keypresses, reset the phone by completing the following steps:

1. Remove the battery door.
2. Remove and replace the battery.

If the problem persists, return the phone to the dealer for service.

Accessories

Use only Kyocera Wireless Corp. approved accessories with Kyocera Wireless Corp. phones. Use of any unauthorized accessories may be dangerous and will invalidate the phone warranty if said accessories cause damage or a defect to the phone.

To shop online for a Hands-free Car Kit and other phone accessories, visit www.kyocera-wireless.com/store.

To order by phone, call (800) 349-4188 (U.S.A. only) or (858) 882-1410.

Radio Frequency (RF) energy

Your telephone is a radio transmitter and receiver. When it is on, it receives and sends out RF energy. Cricket's network controls the power of the RF signal. This power level can range from 0.006 to 0.6 watts.

In August 1996, the U.S. Federal Communications Commission (FCC) adopted RF exposure guidelines with safety levels for hand-held wireless phones. These guidelines are consistent with the safety standards previously set by both U.S. and international standards bodies in the following reports:

- ANSI C95.1 (American National Standards Institute, 1992)
- NCRP Report 86 (National Council on Radiation Protection and Measurements, 1986)
- ICNIRP (International Commission on Non-Ionizing Radiation Protection, 1996)

Your phone complies with the standards set by these reports and the FCC guidelines.

E911 Mandates

Where service is available, this handset complies with the Phase I and Phase II E911 Mandates issued by the FCC.

Battery and charger specifications

Charger	Input	Output
CV90-60858-01	100-240VAC / 50/60Hz	4.5V 1.5A
CV90-60859-1	120VAC / 60Hz	5.2V 400mA
Standard Battery: 3.6V / 900mAh		

Customer support

Cricket's customer support department may be accessible directly from your phone when you dial a number such as *611. Cricket can answer questions about your phone, phone bill, call coverage area, and specific features available to you, such as call forwarding or voicemail.

For questions about the phone features, refer to the materials provided with your phone, or visit **www.kyocera-wireless.com**.

For additional questions, you may contact the Kyocera Wireless Corp. Customer Care Center in any of the following ways:

- Web site: www.kyocera-wireless.com
- Email: phone-help@kyocera-wireless.com
- Telephone: 1-800-349-4478 (U.S. and Canada) or 1-858-882-1401.
Customer support phone numbers are also available in the following countries.

Argentina:	0-800-666-0052
Australia:	800-507-000
Brazil:	0-800-55-2362
Chile:	800-43-1212
Colombia:	01-800-700-1546
India:	Toll free#: 1-600-121214 Toll#: 0124-284-5000
México:	001-866-650-5103
New Zealand	0-800-990-100
Panama:	001-800-201-1984
Perú:	0-800-51-934
Puerto Rico:	1-866-664-6443
Venezuela:	0-800-100-2640

Before requesting support, please try to reproduce and isolate the problem. When you contact the Customer Care Center, be ready to provide the following information:

- The name of your service provider.
- The actual error message or problem you are experiencing.
- The steps you took to reproduce the problem.
- The phone's electronic serial number (ESN).
To find the ESN:
 - a. Remove the battery.
 - b. Locate the white label on the back of the phone. Your phone's 11-digit ESN begins with "D" and is located on the label.

Qualified service

If the problem with your phone persists, return the phone with all accessories and packaging to the dealer for qualified service.

Become a product evaluator

To participate in the testing and evaluation of Kyocera Wireless Corp. products, including cellular or PCS phones, visit **beta.kyocera-wireless.com**.

 093 453 037

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Visit us at **www.kyocera-wireless.com**

To purchase accessories, visit
www.kyocera-wireless.com/store

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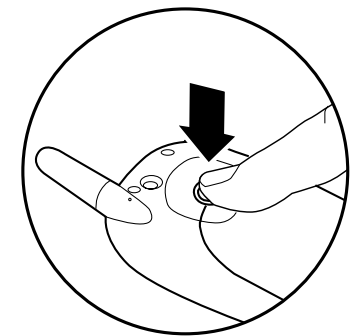
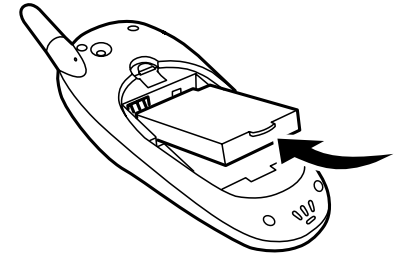
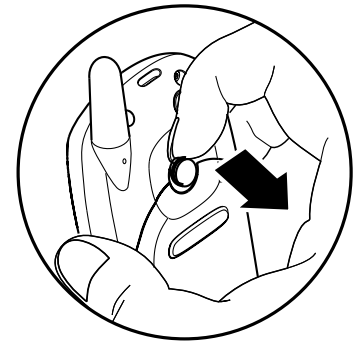
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1 GETTING STARTED

Your phone comes with a removable lithium ion (Lilon) battery. **Fully charge the battery before using the phone.**

Installing the battery

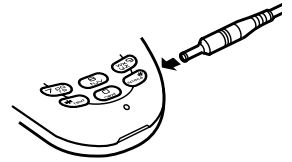
1. Hold the phone facing away from you.
2. Use your fingernail to pull the circular latch toward the bottom of the phone and pull the battery door away.
3. Place the battery in the phone casing with the metal contacts toward the top of the phone.
4. Place the battery door notches in the openings near the bottom of the phone.
5. Press the circular latch until it clicks.



Charging the battery

You must have at least a partial charge in the battery to make or receive calls.

To charge the battery, connect the AC adapter to the jack on the lower right side of the phone, then plug the adapter into a wall outlet.



The battery icon in the upper-right corner of the screen tells you whether the phone is:

- Charging (the icon is animated)
- Partially charged 
- fully charged 

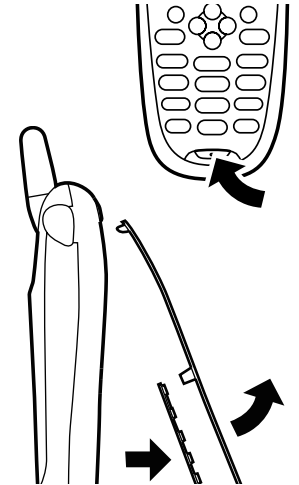
Recharging the battery: You can safely recharge the battery at any time, even if it has a partial charge.

Replacing the faceplate

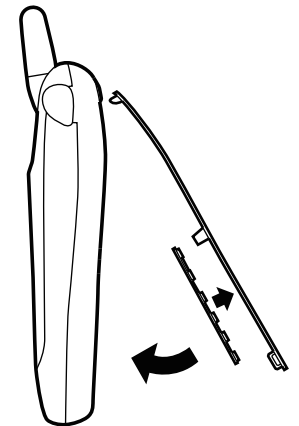
Your Rave phone has a removable faceplate.

To remove the faceplate and replace it with a new one:

1. Place your thumbnail under the small lip at the bottom of the faceplate and lift it away from the phone. Remove the keypad from the old faceplate.



2. Lay the keypad inside the new faceplate, fitting the keys into the holes. Align the hinges at the top of the faceplate with the slots near the top of the phone. Press the faceplate at the bottom until it latches into place.



Note: To shop online for faceplates and other accessories, visit www.kyocera-wireless.com/store.

To order by phone, call (800) 349-4188 (U.S.A. only) or (858) 882-1410.

Caring for the battery

General safety guidelines

- Do not take apart, puncture, or short-circuit the battery.
- If you have not used the battery for more than a month, recharge it before using your phone.
- Avoid exposing the battery to extreme temperatures, direct sunlight, or high humidity.
- Never dispose of any battery in or near a fire. It could explode.

Common causes of battery drain

- Playing games
- Using the Web
- Keeping backlighting on
- Operating in analog (**A**) mode. Your phone switches between modes to find the best signal. To set your phone to operate in a single mode, select **Menu** → **Settings** → **Network** → **Digital or Analog**.
- Operating in digital mode when far away from a base station or cell site.
- Using data cables or accessories, such as the Hands-free headset.

- Operating when no service is available, or service is available intermittently.
- High earpiece and ringer volume settings.
- Repeating sound, vibration, or lighted alerts.

Performing basic functions

Turn the phone on: Press  and wait until the hourglass icon appears.

Turn the phone off: Press and hold  until the phone beeps or the screen goes blank.

Make a call: Enter the number and press .

End a call: Press  (the red key).

Answer a call: Press  (the green key).

Access voicemail: Press *99, then . Contact Cricket for details about their voicemail system.

Verify your phone number: Select **Menu** → **Phone Info**. Press  down to scroll through information.

Silence the ringer: Press , then  to answer.

Lock the keypad: Press and hold  left.

Access a contacts list: Press  down.

Silence all sounds: Press and hold  right.

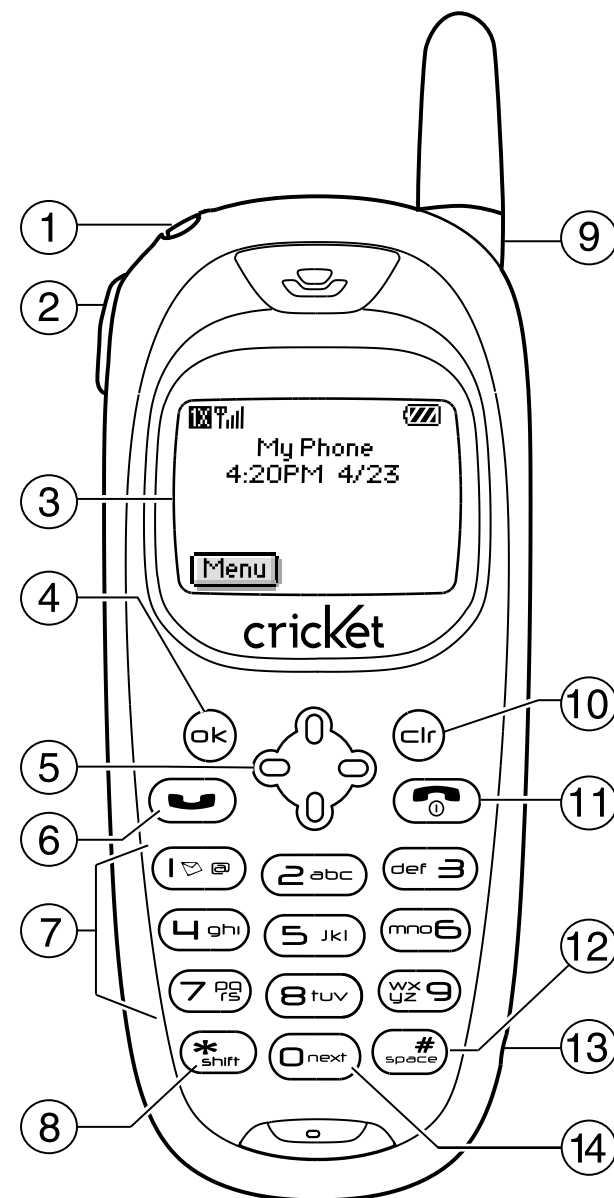
Access your shortcuts: Press  up.

Turn the flashlight on: Press and hold  or select **Menu** → **Tools** → **Flashlight** → **Flashlight On**.

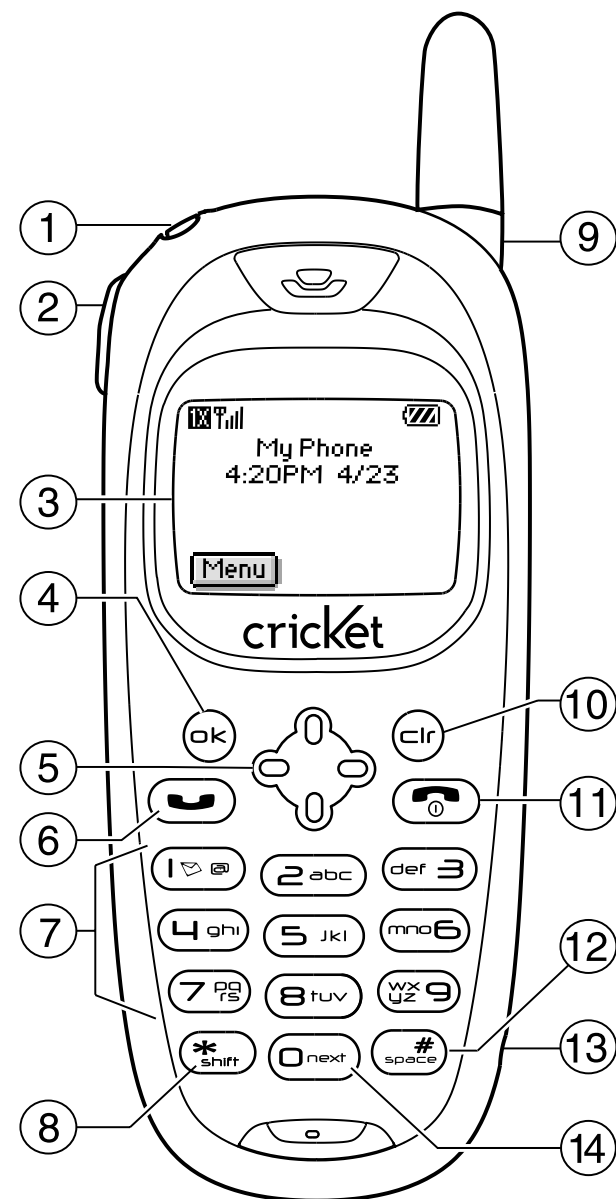
Turn the flashlight off: Release  or select **Menu** → **Tools** → **Flashlight** → **Flashlight Off**.

Getting to know your phone

- ① **Flashlight** you can turn on by pressing , using a personal shortcut, or using the **Tools** menu.
- ② **Jack for Hands-free Headset** (sold separately) only. 
- ③ **Home screen.** Press  (item 4) to select **Menu**.
- ④ **OK key** selects a menu item or option.
- ⑤ **Navigation key** scrolls through lists and positions cursor. Also accesses shortcuts from the home screen.
- ⑥ **Send/Talk key** starts or answers a call.
- ⑦ **Keypad** for entering enter numbers, letters, or symbols.
- ⑧ *** Shift key** changes the text mode in text entry.
- ⑨ **Antenna** does not extend.



- ⑩ **Clear key** erases the last character in text entry, or returns to the previous menu.
 - ⑪ **End/Power key** turns the phone on or off, ends a call, or returns you to the home screen.
 - ⑫ **Space # key** enters a space during text entry.
 - ⑬ **Jack** for AC adapter (included). ⚠
 - ⑭ **0 Next key** cycles through word choices during text entry.
- ⚠ **Warning:** Inserting an accessory into the incorrect jack will damage the phone.



Using menus

The contents of the main menu are as follows:

Recent Calls

Incoming Calls, Outgoing Calls, Missed Calls, Erase Lists

Contacts

View All, Add New, Find Name, Add Voice Dial, Speed Dial List, Voice Dial List, Business List, Personal List, Information

Messages

Voicemail, Send New, InBox, Net Alerts*, OutBox, Saved, Erase Msgs, Group Lists*, Msg Settings

* Not available on all phones. Check with Cricket.

Settings

Silent Mode, Keyguard, Sounds, Display, Voice Services, Security, Call Information, Network, Convenience, Messaging, Accessories

Fun & Games/Media Gallery

Tetris, Brick Attack, Doodler, My Sounds, My Pictures

Tools

Scheduler, Alarm Clock, Tip Calculator, Calculator, Timer, Stopwatch, Flashlight

Phone Info

Your Phone Number, SW Version, PRI Version, ESN, Technology, SID, Browser Name, Browser Version, Icon Key (Scroll down to view information.)

Web Browser

- From the home screen, press  to select **Menu**.
- Press  left, right, up, or down to see menus.**
- Press  to select a menu or menu item.
- Press  up or down to view menu items.
- Press  to back up a menu level.
- Press  to return to the home screen.

To change the way the menus appear, select **Menu → **Settings** → **Display** → **Main Menu View**, then select either **Graphic** or **List** and press .

In this guide, an arrow → tells you to select an option from a menu. For example, **Menu** → **Settings** means select **Menu**, then select the **Settings** option.

Understanding screen icons

These icons may appear on your phone's screen.

-  The phone is operating in IS2000 (1X) digital mode.
-  The phone is operating in IS95 digital mode.
-  The phone is operating in Analog (FM) mode.
-  The phone is receiving a signal. You can make and receive calls. Fewer bars indicate a weaker signal.
-  A call is in progress.
-  The phone is not receiving a signal. You cannot make or receive calls.
-  The phone is roaming outside of its home service area.
-  You have a text message, voicemail, or page.
(Blinking icon indicates an urgent message, voicemail, or page.)

-  The battery is fully charged. The more black bars, the greater the charge.
-  The alarm clock is set.
-  The phone is in privacy mode or is accessing a secure Web site.
-  High-speed (3G) data service is available and active on your phone. Check with Cricket for availability.
-  (blinking) The phone is sending high-speed data.
-  (blinking) The phone is receiving high-speed data.
-  High-speed data service is available, but the phone is dormant.
-  The phone is at the home screen. To access the menus, press .
-  Keyguard is on. The keypad is locked.
-  The phone is set to light up instead of ring.
-  The phone is set to vibrate or to vibrate and then ring.
-  Position location is set to Cricket and to emergency services.
-  Position location is set to emergency services only.

2 MAKING AND ANSWERING CALLS

Making a call

1. Make sure you are in an area where the signal can be received. Look for the  symbol on the home screen.

Note: The more bars you see in the  symbol, the clearer the reception. If there are no bars, try to move to where the reception is better.

2. Enter the phone number.
3. Press .
4. Press  to end the call.

Redialing a number

To redial the last number called, press  twice. If you see a message prompting you to speak a name, press  again.

Calling a saved number

If you have already saved a phone number, you can use the contacts list to find it quickly.

1. Press  down. This brings up a list of all saved contacts.

2. Scroll down the list, find the contact you want, and press  to dial the number.

For more about finding contact information, see page 41.

Tip: To call a saved number using your phone's voice recognition feature, see "Calling using voice tags" on page 83.

Answering a call

When a call comes in, the phone rings, vibrates, or lights up (depending on your settings), and a dancing phone icon appears. The phone number of the caller also appears, if it is not a restricted number. If the number is stored in your Contacts directory, the contact name also appears.

- To answer the call, press .
- If you do not wish to answer the call, select **Silence** and press . Silence mutes the ringer and sends the caller to voicemail if you do not pick up the call.

Silencing an incoming call

- To silence an incoming call quickly, press . Then press  to answer the call.

This action silences the current call only. The next call will ring as normal.

Adjusting the volume during a call

- To adjust the earpiece volume during a call, press  up or down.

Calling emergency services

Note: Regardless of your 3-digit emergency code (911, 111, 000, 999, etc.), your phone will operate as described below.

- Dial your 3-digit emergency code and press .

You can call the code even if your phone is locked or your account is restricted. When you call, your phone enters **Emergency mode**. This enables the emergency service exclusive access to your phone to call you back, if necessary. To make or receive regular calls after dialing the code, you must exit this mode.

To exit Emergency mode

When you have completed the emergency call:

1. Press  to select **Exit**.

2. Press  again to confirm your choice.

Note: To determine who has access to your location, see “Setting position location” on page 80.

Using your phone in an airplane

Note: Please check with uniformed crew personnel before operating your phone in Airplane mode.

While in an airplane, it is normally required that you turn off your mobile phone, because it emits RF signals that interfere with air traffic control. You can, however, keep your Kyocera Rave phone powered on if you set it to Airplane mode.

In Airplane mode, your phone will not emit RF signals. You cannot make or receive regular phone calls, send text messages, or use the Web, but you can play games, use the Scheduler, set the clock, and make emergency calls to designated emergency services.

To set Airplane mode

1. Select **Menu** → **Settings** → **Convenience** → **Airplane Mode**.

2. At the message, press .
3. Highlight an option and press .
- **Enabled**—Activate Airplane mode.
- **Disabled**—Deactivate Airplane Mode and return the phone to normal state.

Dealing with missed calls

When you have missed a call, “Missed” appears on your screen unless the caller leaves a voicemail.

- To view the caller’s number or name, select **Missed Calls**. In the Recent Calls list, the missed call is indicated with a flashing .
- Press  or  to clear the screen.
- If the caller left a voicemail message, select **Call**.

Setting missed call alerts

You can set an alert to beep every five minutes after you have missed a call.

- Select **Menu** → **Settings** → **Sounds** → **Missed Call** → **Enabled**.
- To turn off the alert when it rings, press  or .

- To cancel the alert, select **Menu** → **Settings** → **Sounds** → **Missed Call** → **Disabled**.

Viewing recent call details

Details on the last 29 calls you made or received are stored in the Recent Calls list. You can get details on the caller's name and phone number, along with the time and length of the call. Icons indicate the types of calls in the list.

 Outgoing call

 Forwarded call

 Incoming call

 Three-way call

 Missed call (flashing)

Viewing recent calls

1. Select **Menu** → **Recent Calls**.
2. Select a list: **Incoming Calls**, **Outgoing Calls**, **Missed Calls**, or **Erase Lists**.
3. Select a recent call item.
4. Select an option:
 - **Time**—Show the time of the call.

- **Number**—Show the caller's number (for an incoming call), or the number you called (for an outgoing call).
- **Prepend**—Place the cursor at the beginning of the phone number so you can add an area code, if you plan to save the number as a contact.
- **Save New**—Save the phone number as a contact.
- **Add to**—Add the phone number to a saved contact.

Note: If the phone number has been classified as “secret,” you must enter your four-digit lock code to view or edit it. For information on the lock code, see “Changing your lock code” on page 73. To classify a phone number as secret, see “Saving a contact entry” on page 35.

Erasing recent calls

1. Select **Menu** → **Recent Calls** → **Erase Lists**.
2. Select an option: **Incoming Calls**, **Outgoing Calls**, **Missed Calls**, or **Erase All**.
3. Press  right and press  to select **Yes**.

Speed dialing

Speed dialing allows you to quickly dial a stored phone number by entering a one- or two-digit speed dialing location number and pressing .

Note: Before you can use speed dialing, you must save a phone number as a contact and assign a speed dial location to it.

- To save a phone number as a new contact and add a speed dial location, see “Saving a contact entry” on page 35.
- To add a speed dial location to a saved contact, see “Editing or erasing a contact” on page 38.

Using speed dialing

To call a contact that has a speed dial location:

- From the home screen, enter a one- or two-digit speed dialing location and press .

1-Touch dialing

1-Touch dialing is the fastest way to speed dial a contact that has a speed dial location.

Note: You must (1) enable 1-Touch dialing on your phone and (2) have a speed dial location assigned to a contact. To assign a speed dial location to a contact, see the note under “Speed dialing,” above.

Enabling 1-Touch dialing

1. Select **Menu** → **Settings** → **Convenience** → **1-Touch Dialing** → **Enabled**.
2. Press .

Using 1-Touch dialing

To call a contact that has a speed dial location:

- From the home screen, press and hold a speed dialing location. If it is a two-digit location, press the first digit briefly, then press and hold the second digit. For example, if the speed dialing location is 15, press  briefly, then press and hold .

Setting up voicemail

Before your phone can receive voicemail messages, you must set up a password and record a personal greeting. When you have set up your voicemail, all unanswered calls to your phone are automatically transferred to voicemail, even if your phone is in use or turned off.

1. From the home screen, press and hold .
2. Enter your passcode, which you obtain from Cricket.
3. Follow the system prompts to create a password and record a greeting.

Note: If you are having trouble accessing your voicemail, contact Cricket.

Checking voicemail messages

When a voice message is received, your screen displays a notification: “New Message [x] Voicemail.” This text remains for about five minutes. After that, look for the  symbol at the top of your screen. The symbol flashes if the message is urgent.

If you see “New Message” on your screen

1. Press  to select **Call**. This initiates a call to your voicemail number.

2. Follow the prompts to retrieve the message. For specific information on getting voicemail messages, contact Cricket.

If you see the symbol

1. Press  to initiate a call to your voicemail number.
2. Follow the prompts to retrieve the message.

Note: You can set the phone to beep, light up, or play a tune every five minutes to remind you that you have voicemail.

Locking the keypad

The Keyguard locks your keypad to prevent accidental keypresses when the phone is turned on and a call is not in progress. You can still answer or silence an incoming call.

- To lock the keypad from the home screen, press  left and hold.
- To unlock the keypad, press    in this order.

Changing the keyguard setting

1. Select **Menu** → **Settings** → **Keyguard**.

2. Highlight an option. You can set the phone to lock the keypad immediately, or automatically if no key is pressed after 30 seconds, 1 minute, or 5 minutes.
3. Press  to save.

Tracking calls

You can track the number and duration of calls made and received on your phone.

1. Select **Menu** → **Settings** → **Call Information**.
2. Select a timer:
 - **Recent Calls**—Tracks all calls made and received by your phone since this timer was last reset. To reset this timer, highlight **Reset** and press .
 - **All Calls Timer**—Tracks all calls made and received by your phone. This timer cannot be reset.
 - **Kbyte Counter**—Tracks the kilobytes of data sent and received by your phone. It counts only SO 33 packet data. When the total reaches 999,999kb, the counters reset automatically. To reset this counter manually, highlight **Reset** and press .

Timing your calls

You can set your phone to beep 10 seconds before each minute passes when you are on a call.

- Select **Menu** → **Settings** → **Sounds** → **Minute Alert** → **Enabled**.

Receiving data or faxes

Your phone may be able to receive certain data or faxes, depending on the system sending the information. You cannot receive voice calls while the phone is in data/fax mode. For more information, see “Data settings” on page 78.

Using a headset

If you are using a headset equipped with a button, press the button to answer or end a call. If the headset has not button, answer with  and end with  on your phone. Headsets are sold separately.

Understanding roaming

Controlling network roaming

Depending on services available from Cricket, you may force the phone into either digital or analog mode. This is useful if you are in an area that borders on digital service and the automatic feature is causing the phone to keep switching between modes.

1. Select **Menu** → **Settings** → **Network** → **Digital/Analog**.
2. Select an option and press .
- **Automatic** automatically switches the phone between digital and analog.
- **Analog only** sets the phone to work in analog mode only.
- **Analog call** forces a call into analog mode for the duration of the next call.
- **Digital only** sets the phone to work in digital mode only.

Setting an alert for roaming

Depending on services available from Cricket, you may use this setting if you want the phone to alert you when you roam outside of your home service area.

1. Select **Menu** → **Settings** → **Network** → **Roam/Svc Alert**.
2. Select an option and press .
- **When no svc** alerts you with three tones decreasing in pitch when service is lost and three tones increasing in pitch when service is acquired again.
- **Roam Change** alerts you with two decreasing tones when roaming service is acquired and three increasing tones when home area service is acquired again.
- **Any Change** alerts you with three increasing tones if there is a change in roaming service or three decreasing tones if the phone loses service.

Setting the roam ringer

You can set a ringer to indicate when an incoming call will be subject to roaming charges.

1. Select **Menu** → **Settings** → **Sounds** → **Roam Ringer**.
2. Highlight **Enabled** and press . You'll hear a sample of the ringer.
3. Press  to set the ringer.

Setting Call Guard to avoid roaming calls

You can set your phone to warn you before you answer or place a call while roaming.

- Select **Menu** → **Settings** → **Convenience** → **Call Guard** → **Call prompt**.

The phone makes a distinctive ring to indicate an incoming call while you are roaming, and you must press  to accept the call or to place a call while roaming.

3 ENTERING LETTERS, NUMBERS, AND SYMBOLS

You can enter letters, numbers, and symbols in contacts, text messages, and your banner.

Understanding text entry screens

The current text entry mode (and capitalization setting, when applicable) are indicated by icons.

Text entry modes

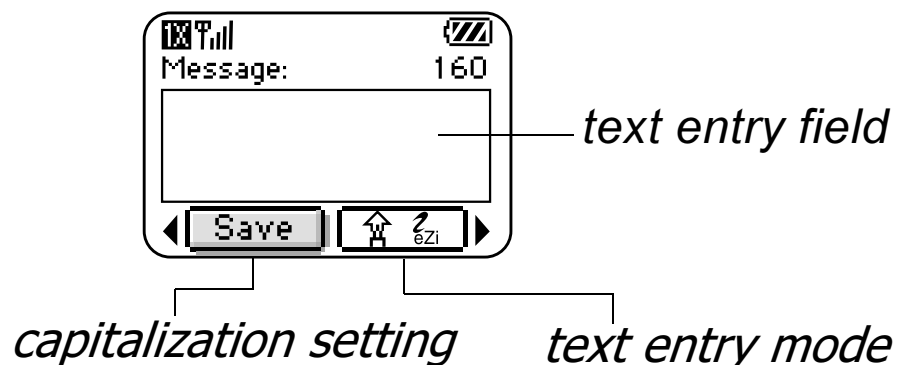
There are four text entry modes:

123 Number mode

a_bc Normal text mode

eZi Rapid text entry mode

&?! Symbol mode



Note: The mode you start in depends on the task you are doing. For example, when entering a phone number, you're in number mode. When entering a name for a contact, you're in normal text mode.

Entering numbers

- To enter a number while in $_{123}$ mode, press a number key once.
- To enter a number while in $_{abc}$ or $_{eZi}$ mode, press and hold a number key until the number appears on the screen.

$_{abc}$ Entering words letter by letter

Use normal text mode to enter letters.

1. Press a key once for the first letter, twice for the second letter, and so on. If your phone is set to Spanish, French, or Portuguese, accented letters are available.
2. Wait for the cursor to move right and enter the next letter.

$_{eZi}$ Entering words quickly

When you press a series of keys using $_{eZi}$ mode, $_{eZi}$ checks its dictionary of common words and guesses at the word you are trying to spell.

1. For each letter of the word you want, press the key once. For example, to enter the word “any” press: $\text{2}_{abc} \rightarrow \text{mno6} \rightarrow \text{wx9}_{yz}$.
2. If the word doesn’t match what you want, press next to look at other word matches.

3. When you see the word you want, press  .

&?! **Entering symbols**

While entering text, you can enter symbols by pressing  until you see the symbol you want. Using this method, you have access to the following symbols:

. @ ? ! - , & : '

To access the full set of symbols:

1. Press  right to highlight the current mode and press  to enter the menu.
2. Select &?! **Symbols**.
3. Press  down to view the list of symbols.
4. Press the number key corresponding to the symbol you want.

Changing modes

Sometimes you need to change modes. For example, to enter numbers in an email address while in $a_b c$ mode, you must change to $1_2 3$ mode, enter the numbers, and then change back to $a_b c$ mode to complete the address.

To change text entry modes, you can either:

- Press and hold  until the icon for the mode you want appears.
-or-
- Press  right to highlight the current text mode, press  to enter the menu, then select a different mode.

Capitalization settings

Three capitalization settings are available in *a_bc* and *eZi* modes:

- 🔠 Capitalize next letter
- 🔡 Capitalize every letter
- 🔤 Capitalize first letter of every word (in a contact) or sentence (in a text message)

If no icon appears, all letters will be in lower case.

To change capitalization settings:

- Press  until the icon for the setting you want appears.

Quick reference to text entry

This table gives general instructions for entering letters, numbers, and symbols.

To...	Do this...
Enter a letter	Use a_b^c mode and press a key until you see the letter you want. For more information, see page 29.
Enter a number	Use 1_2^3 mode and press a key once to enter its number. For more options, see page 29.
Enter a symbol	Use a_b^c mode and press  until you find the symbol you want. See page 31.
Enter a space	Press  .
Erase a character	Press  .
Erase all characters	Press and hold  .
Move the cursor right or left	Press  up or down.

Change text entry modes	Press and hold  .
Capitalize the next letter	In a _b c mode, press  . Choose  .
Capitalize every letter	In a _b c mode, press  . Choose  .
Capitalize the first letter of each word	In a _b c mode, press  . Choose  .
Highlight an option at the bottom of the screen	Press  left or right.

4 STORING CONTACTS

Use your phone's Contacts directory to store information about a person or company. Your phone can hold, on average, about 200 phone numbers.

Saving a contact entry

To save a contact, take these steps.

1. From the home screen, enter the phone number you want to save.

Tip: Enter the area code with the phone number so that you can dial it from any service area.

Note: To save a contact without entering a phone number, select **Menu** → **Contacts** → **Add New**, select an option, and skip to step 3.

2. Press  to select **Save New**.
3. Enter a name for the contact. If you need to learn how to enter letters, see page 29.
4. Either save the contact now or assign options. To save now, press  to select **Save**.
-or-

To assign options, press  right twice, then press  to select **Options**. Press  up or down to highlight an option:

- **Save**—Save the information and return to the home screen.
- **Assign Ringer** or **Unassign Ringer**—Select or remove a ringer to identify an incoming call from this contact.
- **Assign Picture** or **Unassign Picture**—Select or remove a picture to identify an incoming call from this contact.
- **Number Type**—Select **work**, **home**, **mobile**, **pager**, or **fax**. The number type will appear as an icon next to the number in the Contacts list.
- **Add Voice Dial**—Speak the name of the contact person for this number so that you can dial it using voice recognition (VR). For more information, see page 83.
- **Speed Dialing**—Select a speed dialing location from the list.
- **Secret**—Select **Yes** to lock the phone number. If a phone number is locked, you must enter your four-digit lock code (see page 73) to view or edit the number.
- **Primary Number**—Classify this number as the primary number for the contact.

- **Classify Contact**—Classify the contact as **Personal** or **Business**. (See page 64 to set the phone to ring differently for personal and business calls.)

5. Press  to select **Save**. A check mark and the word “Saved” appear.

Adding a code or extension

When you save the phone number of an automated service, you may include a pause where your phone would stop dialing; for example, where you would wait to dial an extension.

1. Enter the first portion of the phone number.
2. Press  right to scroll through the options at the bottom of the screen.
3. Press  to select a type of pause.
 -  **A Time Pause**—Stops dialing for two seconds, then continues to dial.
 -  **A Hard Pause**—Stops dialing until you select **Release**.
4. Enter the remaining numbers.
5. Select **Save New**.

Adding a plus sign for international calling

Depending on services available from Cricket, you may be able to save contact phone numbers with a plus sign so that you do not need to enter an international access code.

1. As you enter the phone number in a contact, press and hold  to enter a “+”.
2. Enter the local area code and phone number.

If you save the phone number with a +, you should be able to call the contact from any country that supports “plus” dialing.

Editing or erasing a contact

To make changes to a contact, take these steps. (To erase all saved contacts, see page 76.)

1. Select **Menu** → **Contacts**.
2. Select **View All** or **Find Name** to find the contact you want to edit.
3. Highlight the contact to edit and press .
4. Select **Options**.
5. Highlight an option and press  to select it:
 - **Add New** to add a number, address, or note.

- **Assign Ringer** or **Unassign Ringer** to select or remove a ringer to identify an incoming call from this contact.
 - **Assign Picture** or **Unassign Picture** to select or remove a picture to identify an incoming call from this contact.
 - **Erase Contact** to erase the entire contact.
 - **Edit Name** of the contact.
 - **Classify Contact** as personal or business.
 - **Exit** without making changes.
6. Enter the new information.
 7. Press  to select **Save**, if necessary.

Editing a phone number

1. Select **Menu** → **Contacts**.
2. Select **View All** or **Find Name** to find the contact you want to edit.
3. Highlight the contact to edit and press .
4. Press  down to highlight the phone number you want to edit and press .
5. Highlight an option for the phone number and press .

- **Send Text Msg**—Send a text message to the phone number you selected.
- **View Number**—See the phone number you selected.
- **Add Voice Dial**—Speak the name of the contact person for this number so that you can dial it using voice recognition (VR). For more information, see page 83.
- **Speed Dialing**—Assign or remove the location you use to speed dial the number.
- **Edit Type**—Assign a type: **work**, **home**, **mobile**, **pager**, or **fax**. The type icon appears next to the phone number in the Contacts list.
- **Erase Number**—Erase the number from the contact.
- **Erase Voice Dial**—Erase the voice dial name associated with the number.
- **Edit Number**—Change the phone number.
- **Edit Voice Dial**—Record a new voice dial name.
- **Secret**—Make the number secret so that it will not appear on the screen until the lock code is entered. Secret numbers can be called without a lock code. (For more information, see “Restricting calls” on page 75.)

- **Primary Number**—Make this number the first one that shows up when you open the contact.
 - **Prepend**—Move the cursor to the beginning of the number so you can add the area code.
 - **Exit**—Exit without making changes.
6. Enter the new information and follow the prompts.
 7. Press  to select **Save**, if necessary.

Finding contact information

To find a phone number or contact, either (1) check the frequent contacts list, (2) search the Contacts directory, or (3) use Fast Find.

Checking the Frequent List or the All Contacts List

From the home screen, press  down to see the last 15 of your most frequently called contacts (if you have enabled the Frequent List setting). You also see the All Contacts list if you scroll down past the double line.

To enable the Frequent List setting

- Select **Menu** → **Settings** → **Convenience** → **Frequent List** → **Enabled**.

Searching the Contacts directory

1. Select **Menu** → **Contacts**.
2. Select a search method:
 - **View All**—List all saved contacts.
 - **Find Name**—Locate a specific name. Enter part of the contact name, then select **Find**.
 - **Speed Dial List, Voice Dial List, Business List, or Personal List**—Select a contact from a list.
3. Scroll down until you find the name you want, then press .
 - To call the contact, highlight the number and press .
 - To display contact information, press .

Setting Fast Find

With Fast Find, you press one or two keys to view close matches of the number you are looking for.

- From the home screen, select **Menu** → **Settings** → **Convenience** → **Fast Find** → **Enabled**.

Using Fast Find

1. From the home screen, press the keys corresponding to the letters of the name you want to find. A matching contact or speed dial entry appears. Press  down to scroll through matching entries.
2. View the name you want, then press  to call the number or press  to view contact details.

Viewing contacts

The following icons may appear next to information in your Contact entries.

 work

 home

 mobile

 pager

 fax

 @ email address

 street address

 Web page URL

 Note

5 SENDING AND RECEIVING TEXT MESSAGES

This chapter describes how to send, receive, and erase text messages from your phone. For information on voicemail messages, see page 22.

Important: The features and menus described in this chapter may vary depending on services available in your area. In addition, usage charges may apply to each message. Check with Cricket for details.

Sending text messages

You can only send text messages to phones that are capable of receiving them, or to email addresses.

Writing a message

To send a text message to a single recipient:

1. Select **Menu** → **Messages** → **Send Text**.
2. Choose a method to enter the recipient's phone number or email address:

- Select a saved number from the **Recent List** or **Contacts List**, or select a **Group List** you have created. For more about group lists, see page 58.
 - Enter a **New Address** manually. (To learn how to enter text, see page 29.)
3. To add another recipient to this message, choose a method:
- Press  right to select **Options**. Then select **Recent List**, **Contacts**, or **Group Lists**.
 - Enter a space or comma after the first number. Then enter another recipient manually.

Note: You can send a message to up to 10 contacts at once. The messages will be sent one at a time, once to each addressee.

4. When you are done entering addresses, highlight **Next** and press .
5. Enter the message. To learn how to enter text, see page 29. To add special features such as smiley faces, see “Including pictures, sounds, and prewritten text” on page 46.

Note: Depending on Cricket, you may be charged for more than one message if your message exceeds a certain number of characters. For more information, see “Understanding appended messages” on page 49.

6. When you have completed the message, press  to select **Send**.

Including pictures, sounds, and prewritten text

Depending on the services available from Cricket, you may include smiley faces, sounds, and prewritten messages in your text messages.

1. Create a text message and enter addresses. (See page 44.)
2. Select **Next** to advance to the message text entry screen.
3. From the text entry screen, press  right twice, select **Options** → **Insert** and select from the options:
 - **My Sounds**—Add a sound or melody. Highlight one from the list and press  to select **Insert**.
 - **My Pictures**—Add a graphic you have received in a text message, created using Doodler™, or downloaded to your phone. Press  right or left to scroll through graphics and press  to select **Insert**.
 - **Emoticons**—Select a smiley face icon. If the recipient's phone does not support the same technology as your phone, the icons will appear to them in a simplified form.
Tip: Press and hold  to cycle through emoticons while in the text entry screen. Highlight one and press  to select **Insert**.
 - **AutoText**—Select a prewritten message. Highlight one from the list and press  to select **Insert**. (To edit or create new prewritten messages, see page 59.)

- **Contacts**—Add information about a saved contact. Highlight the contact from the list and press  to insert it.
- 4. When you have completed the message, you can send it immediately or set sending options. To send it immediately, press  to select **Send**. To set sending options, see the following procedure.

Setting sending options

When you are ready to send a message, you have several options for how and when you want the message to be received.

1. Once you have completed the message, press  right to highlight **Options** and press . Then choose from the list:
 - **Insert**—Enhance your message with sounds, graphics, smiley faces, prewritten text, or contact information (if available from Cricket). See options under “Including pictures, sounds, and prewritten text” on page 46
 - **Add Address**—Return to the “To” screen to add another recipient without losing the message text. Enter the new address, then select **Next** to return to the message entry screen.
 - **Set Priority**—Label the message as “Urgent.”

- **Callback Number**—Include a callback number with the message to let the recipient know at what number they can call you back. Select **Yes** to include your own number, or **Edit** to enter a different callback number.
 - **Send Later**—Schedule when to send the message.
 - **Save Message**—Save the message in your **Saved** folder. This prevents the message from being deleted if you have activated AutoErase, and enables you to send the message to others.
 - **Save AutoText**—Save the message you have just entered as a prewritten message, then return to the message entry screen so you can send the message.
2. When you have finished setting options, press  to return to the message window.
 3. Highlight **Send** and press .

Adding a signature

This setting allows you to create signature text. The signature does not appear in the message creation screen; however, the signature is included at the end of all outgoing messages.

To create a signature:

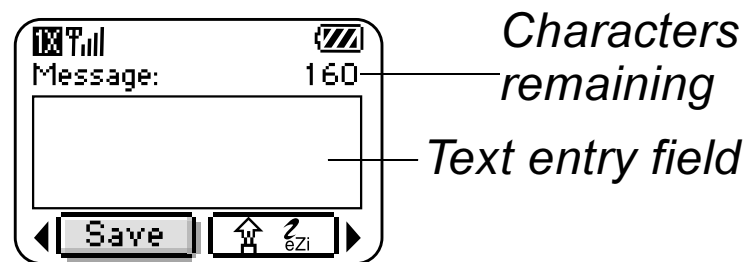
1. Select **Menu** → **Settings** → **Messaging** → **Signature**.
2. Enter your signature in the text field.
3. Press **OK** to save the setting.

Note: The signature text is tallied by the character counter because the signature is included in the text field.

If you cannot send messages

You may not be able to send or receive messages if your phone's memory is nearly full, or if digital service is not available at the time. To free up memory, erase old messages. See "Erasing messages" on page 56.

Understanding appended messages



If you go over the character limit for a single message, the phone may automatically append an empty segment to your message to make space.

Important: Cricket will charge you for each message segment.

When you start a message, the maximum character limit (“160” in the example) appears above the text entry screen. This number counts down as you enter characters, until it reaches 0. If you continue to enter text after this counter reaches 0, a message segment may be appended. If a segment is appended, a message will appear on the phone screen.

Receiving incoming calls while creating messages

- If you don’t wish to answer the call, select **Ignore**.
- To answer the call, press . The message you were working on will be saved in the **Saved** folder. To return to the message, select **Menu** → **Messages** → **Saved** and select it.

Viewing the OutBox

Your sent messages are automatically saved to the OutBox.

To view the OutBox:

1. Select **Menu** → **Messages** → **OutBox**.

2. Press  up or down through the list of messages. One of the following symbols appears next to each message:

-
-  The message is pending and will be sent when possible. You can cancel delivery of the message.
-
-  The scheduled message will be sent at the scheduled time. You cannot cancel delivery of the message.
-
-  The message cannot be sent because service is not available. An alert appears on your phone if the message cannot be sent.
-
-  The scheduled message has been sent and will be delivered as scheduled. You cannot cancel delivery of the message.
-
-  The message has been received by the recipient you specified.
-
-  The message has been received and opened by the recipient you specified. (This symbol may not be available. Check with Cricket.)
-
-  The message has been sent to more than one recipient.
-
-  The message has never been sent, or has not been sent since it was last modified. You can cancel delivery of the message.
-

Retrieving text messages

When a text message is received, your screen will display text similar to: “New message 1 Text Msg”. This text will remain for about five minutes. After that, look for the  symbol at the top of your screen. The symbol flashes if the message is urgent.

If your phone is set to Direct View, the body of the message will appear on the phone screen automatically.

To activate Direct View, select **Menu** → **Messages** → **Msg Settings** → **Direct View** → **Enabled**.

If you see the “New Message” note

You can choose to:

- **View** the message—Press  twice and scroll down.
- **Ignore** the message—Press  right and press .
- **Clear** the screen—Press .

Note: If you receive a new message while you are reading a message, the one you are reading will be replaced by the new one. You can find the older message in the Inbox: Select **Menu** → **Messages** → **InBox**.

If you see the body of the message (Direct View)

The body of an incoming message will appear on your home screen only if your phone is set to Direct View.

You can choose to:

- **Ignore** the message—Press .
- **Read** the message—See “Reading the message” on page 54.

Note: If you receive a new message while you are reading a message, the one you are reading will be replaced by the new one. You can find the older message in the InBox: Select **Menu** → **Messages** → **InBox**.

If you see the symbol

If the  symbol is blinking, the message is urgent.

1. Select **Menu** → **Messages** → **InBox**.

A list of all your received messages appears. New, unread messages appear in **bold**.

2. Press  up or down to scroll through the list of messages.
3. Press  to read a message.

Reading the message

The options available to you may vary. Check with Cricket.

Note: Sounds embedded in text messages will not play if the phone is set to Silence All mode.

1. If the text message is long, press  down to view the entire message.

Note: Message length is limited by Cricket. An incoming message that exceeds the limit may be truncated.

2. When you are finished, you can **Reply** to the sender, **Play** the sound embedded in the message, **Erase** the message, **Save** the message to your Saved folder, or set additional **Options** for the message:
 - View **Sender** information.
 - **Forward** the message.
 - **Reply with Copy** to reply to the message with a copy of the original attached.
 - **Save Object(s)**, such as sound or pictures, from the message. (This option is available if the incoming message includes a graphic or sound.)

- **Save Contact** to save the sender's phone number or email address in your Contacts list. (This option is available if a vCard is included in the message.)
- **Save as AutoText** to save the text from the message as AutoText, which you can insert into other messages. Graphics and sound will not be saved as part of AutoText. (For more about AutoText, see page 59.)

3. Select **Done**.

Note: The  symbol indicates:

- A graphic did not come through. It may be too large or incorrectly formatted.
- An appended message is missing. (For more about appended messages, see page 49.)

Setting message alerts

You can set your phone to alert you of incoming text messages or pages. For more information, see “Setting message alerts” on page 76.

Erasing messages

Your phone is designed to store 99 text messages and pages. It is a good idea to erase old messages, as messages take up memory in your phone.

You have the option of erasing text messages and pages as you send or read them, erasing them one-at-a-time from the list in the OutBox or InBox, or erasing them all at once.

Erasing single messages

1. Select **Menu** → **Messages**.
2. Press  down and press  to select the type of text message you want to erase (**InBox**, **OutBox**, or **Saved**).
3. Press  to select the message to erase.
4. Select **Erase** to erase the message. A notification appears: “Erase this message?”
5. Select **Yes** to erase the message.

Note: You can erase a scheduled message from the OutBox, but you cannot cancel delivery of the message.

Erasing all messages

1. Select **Menu** → **Messages** → **Erase Msgs**.
2. Press  up or down and press  to select an option:
 - **InBox** erases all messages in your InBox.
 - **OutBox** erases all messages in your OutBox.
 - **Saved Folder** erases all messages in your Saved folder.
 - **All Messages** erases all text messages in all folders listed above.
3. A notification appears: “Erase all messages?” Select **Yes** to erase messages or **No** to cancel.

Erasing messages automatically

Use this setting to have old messages automatically erased from the InBox when memory is low.

1. Select **Menu** → **Messages** → **Msg Settings** → **Auto-Erase Text**.
2. Press  to select **Old InBox Msgs**.

Customizing message settings

To make messaging easier, you can customize settings for sending and receiving messages.

Creating group lists

You can create and save a list of multiple recipients. Your Rave phone will store five group lists with up to 10 recipients per list.

1. Select **Menu** → **Messages** → **Group Lists** → **Create New**.
2. Enter a name for the list. For help entering text, see page 29.
3. Press  to select **Next**.
4. To enter the first phone number or email address, select an option:
 - **Recent List**—Select numbers from your Recent List.
 - **New Address**—Enter the phone number or email address yourself. To learn how to enter text, see page 29.
 - **Contacts List**—Select contacts from your phone book.
5. To enter the next address, enter a space or comma after the first number or email address. (If you insert a saved contact or a number from the Recent List, the phone will insert the comma automatically.) Then press  right twice, select **Options**, and choose from the options.
6. When finished, press  right and press  to select **Done**.
7. To send a message to your new group, see “Sending text messages” on page 44.

Creating and editing prewritten messages (AutoText)

Your phone comes with prewritten (AutoText) messages, such as “Please call me,” which you can insert into the body of a text message. You can edit these messages and create new ones. Your phone will store up to 20 AutoText messages, with up to 100 characters per message.

1. Select **Menu** → **Messages** → **Msg Settings** → **Edit AutoText**.
2. To create a new pre-written message, highlight **New AutoText** and press **OK**.
-or-
To edit an existing pre-written message, highlight the message and press **OK**.
3. Enter or edit the text and press **OK** to select **Done**. For help entering text, see page 29.

Note: You can also save a message you are writing or an incoming message as AutoText. For directions, see “Setting sending options” on page 47 or “Reading the message” on page 54.

Switching default text entry mode

You can set the default text entry mode to appear in message text entry screens.

1. Select **Menu** → **Messages** → **Msg Settings** → **Default Text**.
2. Select **Normal Alpha** or **Rapid Mode**.

For more information on text entry modes, see page 29.

6 CUSTOMIZING YOUR PHONE

The contents of the **Settings** menu are as follows.

Silent Mode

Vibrate Only, Vibrate, Ring, Lights Only, Normal Sounds

Keyguard

Sounds

Ringer Volume, Ringer Type, Business Ring, Personal Ring, Roam Ringer, Earpiece, Volume, Key Volume, Key Length, Missed Call, Smart Sound, Minute Alert

Display

Backlighting, My Banner, Flashing Lights, Main Menu View, Screen Saver, Wallpaper, Color Themes, Auto-Hyphen, Language, Time Format, Contrast

Voice Services

Add Voice Dial, Erase Voice Dial, Voice Training, Voice Wake-Up, Voice Answer

Security

Lock Phone, Limit Calls, Lock Code, Erase Contacts, Emergency #'s

Call Information

Recent Calls, All Calls Timer, Kbyte Counter

Network

Data/Fax Calls, Privacy Alert, Voice Privacy, Data Setup, User Name, Set Phone Line, Roam/Svc Alert, Roam Option, Digital/Analog, Location

Convenience

Airplane Mode, Shortcut Key, Fast Find, Frequent List, 1-Touch Dialing, Web Prompt, Call Guard

Messaging

Voicemail Num., Alerts, Signature, Edit AutoText, Callback Number, Msg Receipt, Direct View, Auto-Erase Text, Default Text

Accessories

Pwr Backlight, Headset Ring, Auto-Answer, TTY Device, Com Speed

Silencing all sounds

Your phone is set to make sounds when you receive calls, press keys, navigate through menus, and receive alerts (such as new messages).

You can silence all sounds and set the phone to vibrate or light up when you receive calls and alerts.

Setting the phone to vibrate or light up

1. Select **Menu** → **Settings** → **Silent Mode**.
2. Choose an option and press :
 - **Vibrate Only**—Causes the phone to vibrate for the duration of the incoming call or other alert.  appears.
 - **Vibrate, Ring**—Causes the phone to vibrate for the first 10 seconds and then ring for the remainder of the incoming call or other alert.  appears.
 - **Lights Only**—Causes the phone to light up for the duration of the incoming call or other alert.  appears.
 - **Norm. Sounds**—Causes the phone to ring for the incoming call or alert (in effect, returns phone to a non-silent mode).
3. Press  to return to the home screen.

Note: The phone will ring when it is attached to an external power source (such as a charger), even if all sounds have been silenced.

Shortcut to Vibrate Only mode

- From the home screen, press  right and hold.  appears.

Turning sounds back on

To restore all sounds to the phone:

- From the home screen, press  right and hold. The  or  disappears.

Choosing a different ringer

Your Kyocera Rave phone has several ringers you can choose to use for incoming calls.

1. Select **Menu** → **Settings** → **Sounds** → **Ringer Type**.
2. Scroll down the list to hear the different ringers.
3. Press  to select a ringer from the list.

Specifying ringers for different callers

You can assign ringers that identify calls from different phone numbers saved in your Contacts directory.

- To assign a ringer to an individual contact, see page 36.
- To assign a ringer to a class of contacts:
 - a. Select **Menu** → **Settings** → **Sounds**.
 - b. Highlight **Business Ring** or **Personal Ring** and press .
 - c. Select a ringer and press .

Note: To classify a contact as Business or Personal, see page 37.

Importing additional ringers

You can import additional ringers into your Rave phone using the Kyocera Phone Desktop software (sold separately). To purchase this software and other accessories, visit www.kyocera-wireless.com/store.

You may be able to download ringers over-the-air. Check with Cricket for availability.

Adjusting volume

You can adjust the volume of the earpiece, the ringer, or the tones you hear when the keys are pressed.

Adjusting the earpiece volume

To adjust the earpiece volume manually during a call, press  up or down to find a comfortable level.

Adjusting the ringer volume

This setting adjusts the volume for incoming calls as well as the Countdown Timer, Scheduler Alert, and Alarm Clock.

1. Select **Menu** → **Settings** → **Sounds** → **Ringer Volume**.

2. Press  right to increase the volume, or left to decrease the volume.

Changing the key tones

You can change the volume and duration of the tones the phone makes when you press the keys. Select **Menu** → **Settings** → **Sounds** and choose **Key Volume** or **Key Length**.

Using shortcuts

From the home screen, you can access shortcuts by pressing the navigation key in different directions.

Three shortcuts are automatically programmed into your phone (left, right, and down). For the fourth direction (up), you can set a shortcut to one of the features of your phone.

Defining the “up” feature shortcut

1. Select **Menu** → **Settings** → **Convenience** → **Shortcut Key**.
2. Highlight the feature you want a shortcut to, and press  to select it.

Using the up feature shortcut

- From the home screen, press and hold  up.

Creating a shortcut to your frequent contacts list

By default, your phone lists your entire contacts list when you press  down. You can set the phone also to show a list of your most frequent contacts.

1. Select **Menu** → **Settings** → **Convenience** → **Frequent List**.
2. Select **Enabled** to include the list or **Disabled** to remove it.

Using the Frequent Contacts shortcut

- From the home screen, press  down. The Frequent Contacts appear at the top of the list, followed by your complete Contacts List.

Choosing a different language

Your phone may display alternative languages.

1. Select **Menu** → **Settings** → **Display** → **Language**.
2. Select a language, and press .

Personalizing the screen

Changing your banner

The banner is the personal label for your phone. It appears on the home screen above the time and date. The banner can be up to 14 characters long.

1. Select **Menu** → **Settings** → **Display** → **My Banner**.
2. Select **Edit**.
3. Press  to clear the screen.
4. Enter your new text.
5. Press  to save.

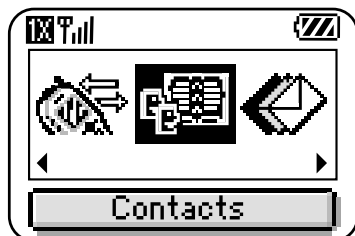
Choosing a different menu view

You can change the appearance of the menus you see when you select **Menu** from the home screen.

1. Select **Menu** → **Settings** → **Display** → **Main Menu View**, then the option you want:

2. Press  to return to the home screen. The next time you press , you will see the menu view you selected.

Graphic



List



Adjusting the backlighting

Your screen lights up while you are in a call or when you press a key on the keypad. However, you can change when and how backlighting lights up.

1. Select **Menu** → **Settings** → **Display** → **Backlighting**.
2. Select an option from the list:
 - **5 seconds, 10 seconds, or 30 seconds**—(Default) Turn backlighting on for 5, 10, or 30 seconds after your last keypress.
 - **5 sec./in call, 10 sec./in call, or 30 sec./in call**—Turn backlighting on for the duration of a call, and for 5, 10, or 30 seconds after your last keypress.

Note: These three settings drain the battery more quickly and reduce talk and standby times.

Setting power backlighting

You can set backlighting to remain on when an external power source, such as the AC adapter, is used with the phone.

Note: Power backlighting may not be available with some accessories. Check with Cricket.

1. Select **Menu** → **Settings** → **Accessories** → **Pwr Backlight**.
2. Select **Always On** to keep backlighting on. (The battery charges more slowly when power backlighting is on.)

Setting backlighting to flash

You can set the backlighting on your phone to flash in a certain style when an incoming call is received. When this setting is activated, the lights will flash even if you silence the ringer.

1. Select **Menu** → **Settings** → **Display** → **Flashing Lights**.
2. Select from **Fast Flash**, **Slow Flash**, or **Heartbeat**, or **Rhythm**. As you highlight the options a sample of each flash is provided.

3. Press  to select your option.

Caution: A small percentage of users may be photo sensitive to flashing lights. In rare cases, exposure to flashing lights, under certain circumstances, may produce seizures. While such an event is not known to occur with mobile phone use, and the Rave phone has been designed to minimize the possibility of any such occurrence, those who believe they may be photo sensitive should not enable the Flashing Lights feature.

Changing the display contrast

1. Select **Menu** → **Settings** → **Display** → **Contrast**.
2. Select the level of contrast you want.

Setting numbers to auto-hyphenate

Auto-hyphenation is a setting that automatically inserts hyphens into your phone numbers to be consistent with the U.S. dialing plan. For example, 1-222-333-4444.

- Select **Menu** → **Settings** → **Display** → **Auto-Hyphen** → **Enabled**.

Selecting a screen saver

Screen savers work only from the home screen, and are activated 10 seconds after the last keypress. Incoming calls and alerts override screen savers.

1. Select **Menu** → **Settings** → **Display** → **Screen Saver**.
2. Highlight a screen saver and press .
3. Press  to return to the home screen and wait 10 seconds to view the screen saver you chose.

Selecting wallpaper

Wallpaper appears on the home screen when the phone is not in use.

1. Select **Menu** → **Settings** → **Display** → **Wallpaper**.
2. Highlight a wallpaper design and press .
3. Press  to return to the home screen and view the wallpaper you chose.

Selecting a color theme

You can select a color theme to display on your phone.

1. Select **Menu** → **Settings** → **Display** → **Color Themes**.

2. Highlight a color theme from the list and press .
3. Press  to return to the home screen.

Choosing a different time/date format

1. Select **Menu** → **Settings** → **Display** → **Time Format**.
2. Highlight the option you want.

Creating a secure environment

This section describes all the features involved in securing your phone and preventing access to personal information. All security features are shielded by a four-digit lock code.

Changing your lock code

The lock code is typically preset to 0000 or the last 4 digits of your phone number. To change your lock code, take these steps:

1. Select **Menu** → **Settings** → **Security**.
2. Enter your four-digit lock code and select **Lock Code**. A message appears: “Change Code?”
3. Select **Yes** and enter a new four-digit code. Enter your new lock code again.

Locking your phone

When your phone is locked, you can call only emergency numbers or Cricket's help number. You can still receive incoming calls.

1. Select **Menu** → **Settings** → **Security**.
2. Enter your four-digit lock code.
3. Select **Lock Phone**.
4. Highlight an option:
 - **Never** does not lock the phone.
 - **On power up** locks the phone every time you turn it on.
 - **Now** locks the phone immediately.
5. Press .

Unlocking the phone

1. From the home screen, press  to select **Unlock**.
2. Enter your four-digit lock code.

Designating emergency numbers

The emergency numbers feature allows you to specify three personal phone numbers that can be called when the phone is locked.

1. Select **Menu** → **Settings** → **Security**.
2. Enter your four-digit lock code.
3. Select **Emergency #'s**.
4. Select an **Unassigned** slot.

Note: Enter the phone number, including the area code. Do not enter 1 before the area code.

5. Press  to select **Done**.

Notes:

- You can view these numbers only when they're being entered for the first time.
- You cannot edit these numbers.
- To make a call to an emergency number from a locked phone, you must dial the number (including area code) exactly as it was stored in Emergency Numbers.

Restricting calls

You can restrict the calls that can be made from your phone to only those that have been saved in your Contacts.

1. Select **Menu** → **Settings** → **Security**.

2. Enter your four-digit lock code.
3. Select **Limit Calls**.
4. Select **Limit Out**.

Erasing all contacts

1. Select **Menu** → **Settings** → **Security**.
2. Enter your four-digit lock code.
3. Select **Erase Contacts**.
4. Select **Yes** to erase all contacts. A message appears: “Erase ALL contacts?”
5. Select **Yes** to erase all contacts.

Setting message alerts

You can choose how you want be alerted of incoming voicemail, pages, or text messages.

1. Select **Menu** → **Settings** → **Messaging** → **Alerts**.
2. Select the type of alert: **Message Alert**, **Net Alert**, **Page Alert**, or **Voicemail Alert**.
3. Press  to select an option:

- **Vibrate, Beep, Tune1, Tune2, or Tune3**—Set the phone to vibrate, beep, or play a tune once when a new message is received.
- Options with **remind**—Set the phone to notify you once when a new message is received and then notify you again every five minutes. To stop a reminder alert, press  to select **Ignore**.
- **Disabled**—Turn off message alerts.

Setting alerts for your headset

When a headset (sold separately) is attached to the phone, you can set alert sounds to originate from the headset.

1. Select **Menu** → **Settings** → **Accessories** → **Headset Ring**.
2. Select **Out of headset** to have alerts originate from the headset.

Network settings

Switching between phone lines

Your phone can have two service accounts, or phone lines, associated with it. Each phone line has its own phone number. When you are using one line, you cannot receive calls from the other.

It would be as if the phone were “off” for that number. Your voicemail, however, will still take messages. All contacts and settings are shared for both lines.

Note: Before you can switch between phone lines, you must first establish a second phone line with Cricket. Once it has been established, a second phone number becomes available in the menu for selection.

1. Select **Menu** → **Settings** → **Network** → **Set Phone Line**.
2. Select the other line and press .

Data settings

Connecting to a laptop or a PC

The Com Speed sets the data rate at which your phone connects to a laptop or PC, or at which it sends and receives over-the-air text messages.

1. Select **Menu** → **Settings** → **Accessories** → **Com Speed**.

2. Select the speed. The options are: **19.2 kbps**, **115.2 kbps** (default), **230.4 kbps**.

Note: There may be a higher charge for making calls using high-speed data in areas where 1X service is available. Check with Cricket for details.

Setting the phone to receive data or faxes

Your phone may be able to receive certain data or faxes, depending on the system sending the information. To receive data or faxes, you must connect the phone to a laptop or PC and switch the phone from voice mode to data/fax mode.

Note: To purchase a cable, contact Cricket, call (800) 349-4188 (U.S.A. only) or (858) 882-1410, or visit www.kyocera-wireless.com/store.

1. Connect the phone to the laptop or PC. (See “Connecting to a laptop or a PC.”)
2. Set the Com Speed.
3. Select **Menu** → **Settings** → **Network** → **Data/Fax Calls**.
4. Press  to select an option:

- **Voice only**—Allow only voice calls.
- **Fax, next call** or **Data, next call**—Set the phone to fax mode or data mode for the next incoming call or the next 10 minutes.
- **Fax, until off** or **Data, until off**—Force the phone into fax mode or data mode until the phone is turned off.

Note: You cannot receive voice calls while the phone is in data/fax mode.

Connecting to a TTY/TDD device

You can connect the phone to a TTY device for the hearing impaired. **Note:** Enable TTY only when using the phone with a TTY device.

1. Connect the TTY device to the phone.
2. Enter      from your keypad.
3. Press  to select the TTY option.

Setting position location

This setting allows you to share your location information with network services other than emergency services (911), in markets where service is implemented.

1. Select **Menu** → **Settings** → **Network** → **Location**.
2. If you see a message prompt, press  to continue.
3. Select **911 Only** or **Location On**.
 - **911 Only** (default) shares your position information only with emergency services when you call your 3-digit emergency code (911).
 - **Location On** shares your position information with the Cricket network, in addition to emergency services.

For information on emergency calls, see “Calling emergency services” on page 15.

7 USING VOICE RECOGNITION

Voice recognition allows you to make and answer calls by speaking commands into the phone's microphone.

Note: You cannot use voice recognition to end a call; you must press .

Setting up voice dialing

To make or receive calls using voice recognition (voice dialing), contacts must be saved and have associated voice commands, or voice tags.

Creating a voice tag for a contact

1. Select **Menu** → **Contacts** → **Add Voice Dial**.
2. Follow the voice prompts to record a name for the contact.
3. Highlight an option:
 - **Add new**—Save a new contact to go with the voice tag.
 - **Add to existing**—Add the voice tag to a saved contact.

Viewing entries with voice tags

- Select **Menu** → **Contacts** → **Voice Dial List**.
A list of all contacts with assigned voice tags appears.

Editing a voice tag

1. Select **Menu** → **Contacts** → **Voice Dial List**.
2. Highlight the contact you want to edit, and press  to select it.
3. Highlight the phone number and press .
4. Select **Add Voice Dial**, **Edit Voice Dial**, or **Erase Voice Dial**.
5. Follow the prompts.

Calling using voice tags

1. If you haven't already done so, record a voice tag for the person you wish to call.
2. From the home screen, press . The phone responds: "Say a name."
3. Say the name of the person you want to call.
4. If the name you said matches a contact in the Voice Dial List, the phone responds: "Calling (Name)." Remain silent to make the call, or say "**No**" to cancel.

Note: If the phone finds multiple voice tags that sound like the name you said, you will be asked to verify which name you want to call. Say “**Yes**” when you hear the correct name. Say “**No**” when you hear an incorrect name.

5. When you are finished, press . You cannot end the call with a voice command.

Training voice recognition

If your phone is having trouble recognizing your voice, you can train it with the commands “**Yes**,” “**No**,” and “**Wake up**.”

1. Select **Menu** → **Settings** → **Voice Services**.
2. Select **Voice Training**.
3. Read the message and press .
4. Select **Train All**.
5. Follow the prompts for each word until training is complete.

Using voice features with hands-free car kits

You can use voice commands to make a phone call or to answer the phone only if your phone is connected to a professionally installed Kyocera hands-free car kit (sold separately).

To shop for hands-free car kits, visit www.kyocera-wireless.com/store or call (800) 349-4188 (U.S.A. only) or (858) 882-1410.

Note: The following features apply only to an installed hands-free car kit unless noted.

Waking up the phone

If your phone is connected to a Kyocera installed hands-free car kit, you can use the voice command to activate the phone to make a phone call.

Note: Voice Wake-up does not work with Keyguard active.

To activate the Voice Wake-up setting:

1. Select **Menu** → **Settings** → **Voice Services** → **Voice Wake-Up** → **With ext. pwr.**
2. Select **Menu** → **Settings** → **Keyguard** → **Disabled**, then press .

To wake up the phone:

1. Say **“Wake Up”** and listen for a tone.
2. Say **“Wake Up”** again until you hear two tones.

If the phone does not recognize your “Wake up” command, see “Training voice recognition” on page 84.

Answering the phone

You can set your hands-free car kit to (1) answer automatically or (2) answer using a voice command.

Answering automatically

Note: This setting also works with the portable hands-free car kit.

- Select **Menu → Settings → Accessories → Auto-Answer → After 5 secs.**

Answering using voice commands

If Auto-Answer is turned off, you can use a voice command to answer an incoming call using the installed hands-free car kit.

To turn off Auto-Answer:

- Select **Menu → Settings → Accessories → Auto-Answer → Disabled.**

To activate the Voice Answer setting:

1. Make sure the phone is not in Silence All mode.

Your phone is in Silence All mode if one of these icons appears on your screen:  . Press and hold  right until the icon disappears.

2. Select **Menu** → **Settings** → **Voice Services** → **Voice Answer**.

3. Highlight **Enabled**, then press .

To answer a call:

When you receive an incoming call, the phone responds: “Incoming call, answer?” or “Incoming roam call, answer?” If the caller is recognized as a saved contact entry, then the phone will say “Incoming call from (Name), answer?”

- Say “**Yes**” or press any key except .

Ignoring an incoming call

To ignore an incoming call, do one of the following:

- Say “**No**” and press  to silence the alert.
- Remain silent. The voice alert repeats twice and the phone rings once, then returns to the home screen.

Note: The “Wake up” command can only be used with a car kit or headset (both sold separately). See page 85.

8 USING TOOLS

Scheduler

The Scheduler allows you to schedule events and set reminder alerts.

Note: You cannot access Scheduler if your phone does not have a signal.

Adding an event

1. Select **Menu** → **Tools** → **Scheduler**.
2. Select **Add Event** and press .
3. Enter a name for the event and press . For help entering text, see page 29.
4. Set the event Start time, Duration, and Alarm and press .
 - Press  up or down to select hour, minutes, and timing of alarm.
 - Press  left or right to move between fields.
5. Add a note to the event and press  or press  twice to finish.
6. Set the day and month for the event and press .

- For a day in this month, select **View Day**. Press  left and right to scroll through days.
- For a day in a different month, select **View Month**. Press  up or down to scroll through months, and right or left to scroll through days.

Viewing, editing, or erasing an event

1. Select **Menu** → **Tools** → **Scheduler**.
2. Select **View Day** or **View Month** to find the event you want to view, edit, or erase.
3. Press  up, down, left, or right to highlight an event and press  to select it.
4. Press  right and press  to select **Edit**, **Erase**, or **New**. Follow the prompts.
5. Press  to return to the home screen or  to return to scheduler options.

Alarm Clock

Use the Alarm Clock to set an alert for a specific time. The alert occurs only if the phone is on.

1. Select **Menu** → **Tools** → **Alarm Clock** → **Set**.

- Press  up or down to select an hour and minutes.
 - Press  left or right to switch between hours, minutes, and a.m./p.m.
 - Use the phone keypad to enter numbers.
2. Press  to select **Done** and save the setting.
 3. When the alarm rings, select **Off** to turn off the alarm or **Snooze** to silence the alarm for 10 minutes.

Tip Calculator

The Tip Calculator helps you calculate how much tip to include on a bill.

1. Select **Menu** → **Tools** → **Tip Calculator**.
 2. Enter the amount of your bill and press .
 3. Select the amount you want to include as a tip (10%, 15%, 18%, 20%, Other) and press . Your total bill appears, including tip.
 4. If you want to split the bill, press  right and press  to select **Split**.
 5. Press  to clear the default of 2 guests.
 6. Enter the number of guests and press .
- The amount each guest pays is calculated.

Calculator

Use the calculator for basic mathematical equations.

1. Select **Menu** → **Tools** → **Calculator**.
2. Use the keypad to enter numbers.
3. Press  to select mathematical operations.

=	equal	+	add	x	multiply
÷	divide	–	subtract	.	decimal point

C Clear all numbers entered and display a zero.

MR Display the value currently stored in memory.

M+ Add the displayed digit to the value stored in memory.

MC Clear the value currently stored in memory.

± Change the sign of the displayed number.

 Clear one function or one digit from the screen. Hold down to clear all of the digits and operations and display a zero.

 Exit the calculator and return to home screen.

Timer

This timer counts down for a specified amount of time. It beeps when that amount of time has elapsed.

1. Select **Menu** → **Tools** → **Timer**.
2. Press  to **Set**.
3. Press  up or down to set the hours, minutes, and seconds. To move the cursor, press  left or right.
4. Select **Start** to begin the countdown.
Select **Stop** to pause the countdown.
5. When the alarm rings, press  to silence it.

Stopwatch

1. Select **Menu** → **Tools** → **Stopwatch**.
2. Select **Start** to have the stopwatch begin counting.
3. Select **Stop** to stop counting.
4. Select **Reset** to set the counter back to zero and begin counting again.
Press  when finished.

Flashlight

The flashlight is located on the top-left corner of your phone, near the headset jack.

You can turn on the flashlight in three ways:

- From the home screen, press and hold . The flashlight remains on until you release the key.
-or-
- Select **Menu** → **Tools** → **Flashlight** → **Flashlight On**.
The flashlight remains on for 15 minutes.
To turn it off, select **Menu** → **Tools** → **Flashlight** → **Flashlight Off**.
-or-
- If the flashlight is defined as your shortcut, start at the home screen, then press and hold  up.
The flashlight remains on for 15 minutes.
To turn it off, press and hold  up again.
To define or change your shortcut, see “Defining the “up” feature shortcut” on page 66.

9 FUN & GAMES

The games in this chapter may not be available on your phone. Check with Cricket for availability.

If you receive an **incoming call alert** while you are playing Tetris[®] or Brick Attack[™], the game is paused and exited. You can return to play once the call alert ends. Games do not remain paused if the phone is turned off or loses power.

Tetris

The goal of this game is to guide the falling blocks down the screen to create a solid horizontal row at the bottom. The game ends when the new block cannot enter the play field because the area is occupied by another block or obstacle.

1. Select **Menu** → **Fun & Games** → **Tetris**.
2. Select an option and press  to select it.
 - **New Game**—Initiates game play. To pause the game, press  or . Pressing  returns you to the menu where you can **Continue Game** to resume or choose from the other available options.
 - **Resume Saved**—Returns you to the game you were last playing.

- **Scoreboards**—Displays the top five scores for the different game variations, including **No Time Limit** (default), **Timed 2 Min**, **Timed 3 Min**, **Timed 5 Min.**, and **Garbage**.
- **Settings**—Choose various settings for your Tetris game:
 - **Game Type**—Choose type of game.
 - **Music**—Choose when music will play with this game: **Music Always**, **During Title**, or **No Music**. (The No Music setting does not silence the sounds made when you press keys. To silence keys, see “Silencing all sounds” on page 62).
 - **Next Piece**—Choose whether to show the next piece that will fall.
 - **Sound Effects**—Choose to hear sound effects while playing the game.
 - **Starting Level**—Choose a level of play.

Navigation: Use the following keys to guide the blocks down the screen:

To:	Use:
Rotate Counterclockwise	
Hard drop	
Move Left	 or  left

Rotate Clockwise

Move Right

Soft drop the tile

Return to Tetris menu

Pause

 ,  , or  up

 or right

 or  down





Brick Attack

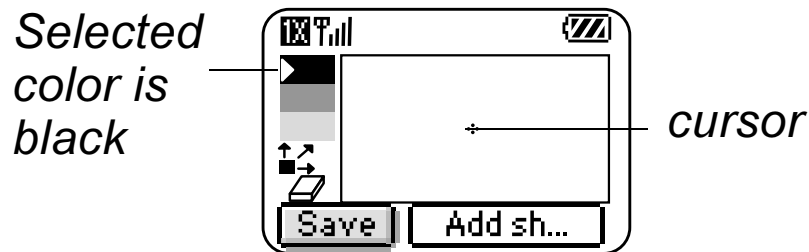
The goal of this game is to eliminate bricks arranged in levels. You send a moving ball upward using a paddle at the bottom of the screen.

1. Select **Menu** → **Fun & Games** → **Brick Attack**.
2. Press  to select **Yes** at the prompt, “Turn off backlight to conserve battery?”
3. Press  to select **New**.
 - To pause the game, press  , then press  to **Resume**.
 - To move the paddle, press  left or right.
4. To exit the game, highlight **Exit** and press .

Doodler

You can create and save graphics on your phone.

1. Select **Menu** → **Fun & Games** → **Doodler**.
2. Wait 5 seconds for the intro screen to disappear, or press  to clear it.
3. Select **New Doodle** to open the drawing screen:

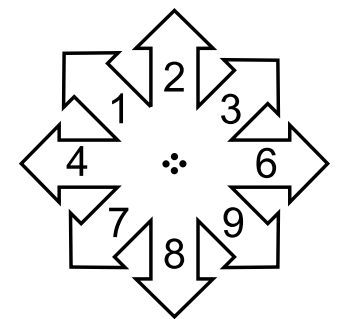


(Selected colors are indicated by a white triangle.)

4. Use keys 1–9 to move the cursor around the screen as indicated.

Note: Press  to bring the cursor back to center.

For more drawing tips, refer to the following sections.



Select a drawing color

1. Press  left or right to highlight **Color** at the bottom of the screen. Press .
2. Highlight a color from the palette and press .

Move cursor away from drawing

1. Press  up or down to select . (Shortcut: Press )
2. Press a number key to move the cursor.

Note: To start drawing again, select a drawing shade or color.

Erase part of drawing

1. Press  up or down to select .
2. Press a number key to move the eraser.

Add a shape

1. Press  left or right to select **Add Shape**.
Press .
2. Select a shape and press .
3. To modify a shape, press  left or right to highlight an option and press .

Options are **Size**, **Rotate**, and **Move**. (To move the shape, use keys 1–9.)

4. Select **Done**.

Clear screen

- Press .

Saving the doodle

It is a good idea to save the doodle while you are working on it. If you receive a call while creating an unsaved doodle, it will be lost.

- Highlight **Save** and press . The image will be saved in the My Pictures folder. (See page 100.)

Note: If you make changes to an existing doodle, you must save it with a different name.

Resuming a doodle

- To return to the last saved doodle you were working on, select **Menu → Fun & Games → Doodler → Resume Doodle**.
- To return to another saved doodle, select **Menu → Fun & Games → Doodler → My Pictures**.

My Sounds

Your phone contains preset sounds, which you can add to outgoing text messages. Check with Cricket for availability.

To access stored sounds:

1. Select **Menu → Fun & Games → My Sounds**.

2. Press  up or down to scroll through the sounds.
3. Highlight an option and press  to select it:
 - **Play** allows you to listen to the sound.
 - **Send** opens a new message entry screen.
 - **Assign** allows you to use the sound as a ringer on your phone.
 - **Delete** erases the sound from your **My Sounds** list.

My Pictures

The My Pictures menu stores 25 graphics you have created using the Doodler™ or received via text messaging. It also includes predefined graphics for your use. Check with Cricket for availability.

Note: All downloaded graphics are also stored in the Screen Saver menu.

To view, edit, or erase graphics:

1. Select **Menu** → **Fun & Games** → **My Pictures**.
2. Press  up or down to scroll through the graphics.
3. Highlight an option and press  to select it:
 - **Send** opens a new message entry screen.

- **Assign** sets your graphic as a screen saver.
- **Edit** takes you to the Doodler, where you can modify the graphic. You cannot edit predefined graphics.
- **Delete** erases the graphic from memory. The graphic is also erased from the Screen Saver menu. (You cannot delete predefined graphics that came with the phone.)
- **Exit** returns you to the home screen.

Saving memory

It is a good idea to erase old sounds and pictures, as they take up memory in your phone. To erase a sound or picture, select it and then select Delete. Refer to “My Sounds” and “My Pictures” on this page.

10 CONNECTING TO THE INTERNET

Using the Web Browser

You can use your phone to browse the Internet if you have obtained phone Internet services from Cricket and if over-the-air Internet access is available in your area.

Note: You cannot receive incoming calls while you are using the Web Browser.

Starting the Web Browser

1. Select **Menu** → **Web Browser**.

A message about airtime fees appears every time you start the browser.

To cancel the message, see “Changing the Web prompt” on page 105.

For more information about how airtime is charged, contact Cricket.

2. Press  to continue.

If this is the first time you have connected to the Internet, a message informs you that security is not yet enabled for your Web Browser.

3. Press  to select **Yes** to enable security.

When you are connected, a browser home page appears. It has a list of bookmarks and some Web menu options at the bottom of the screen.

- A  appears in a secure session.
- An underline and an arrow indicate that there is more text. Press  down to view more text. Press  to return to the previous screen.

4. When you have finished using the Internet, press  to exit the browser.

Using the Web menu options

The following options may appear on your screen:

- **Home** returns you to the main Web Browser window, or home page.
- **Mark Site** saves the current location as a bookmark for easy access.
- **Bookmarks** displays a list of your saved Web sites.
- **Setup** gives you options for changing how information is displayed.
 - **Show URL** displays the entire URL.
 - **About Openwave** displays information about your Web Browser version.
 - **Encryption** should not be used unless you are instructed to do so by Cricket.

- **UP.Link** selects a different browser server. You can use this option if you have more than one Web Browser account.
- **Restart** restarts the Web Browser.

Searching for a Web site

How you search for a Web site depends on Cricket. For more information, contact Cricket.

Bookmarking a Web site

1. Go to the site you would like to bookmark.
2. Select **Mark Site** from the bottom of the screen.

Going to a bookmarked site

1. Select **Menu** → **Web Browser**.
2. If you see a message prompt, press  to continue.
3. From your Web home page, press  right to highlight **Bookmarks**. A list of bookmarks appears.
4. Enter the number corresponding to the bookmark you want and press .

Checking Net alerts

Alerts received from a Web site are sent to your **Net Alerts** inbox.

1. Select **Menu** → **Messages** → **Net Alerts**. This action launches the browser inbox.
2. Press  to accept browser fees.
3. Select an alert and follow the prompts.

Changing the Web prompt

1. Select **Menu** → **Settings** → **Convenience** → **Web Prompt**.
2. Highlight an option and press  to select it:
 - **At Start** confirms that airtime fees will be applied when you use the browser.
 - **At End** verifies you want to exit the browser.
 - **Both** prompts you when you start the browser and exit the browser.
 - **No Prompts** does not use any prompts.

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